

IN THE CLAIMS

1. (Currently amended) A method for transferring multimedia data using a data communication system, comprising the steps of:

storing on an application server a multimedia file including a plurality groups of multimedia data, each group having a predetermined data size;

receiving a client request and reading a client address at the application server, the client address corresponding to at least one client apparatus;

stripping consecutive groups from the multimedia file and buffering the ~~stripped~~ consecutive groups in a staging buffer;

transferring to a streaming server, the consecutive groups from the staging buffer and the client address;

converting at the streaming server, each of the consecutive groups received from the staging buffer into a format readable by the at least one client apparatus; ~~and~~

sending each of the ~~converted~~ consecutive groups to the at least one client ~~apparatus~~ apparatus; and

selectively storing the multimedia file on at least one of the application server and the streaming server based on a number of client requests received for the multimedia file.

2. (Currently amended) The method according to claim 1, wherein the multimedia file is a video file, each group of multimedia data comprises a video frame, each frame corresponds to a frame display duration, and ~~the~~ a rate at which consecutive frames are transferred to the streaming server from the staging buffer corresponds to intervals of each display duration.

3. (Original) The method according to claim 2, wherein the video file is encoded in MPEG format.

4. (Currently amended) The method according to claim 1, wherein the at least one client apparatus is selected from ~~the~~ a group consisting of: a personal computer, a fax machine, a hard

drive, a telephone interface, a wireless telephone, a radio receiver, and a personal digital assistant (PDA).

5. (Currently amended) The method according to claim 1, wherein the multimedia file is selected from ~~the~~ a group consisting of: video files, music files, computer generated graphics files, still image files, and sound files.

6. (Currently amended) The method according to claim 1, further comprising the steps of:
sending notice of a new client to the streaming server;

determining, in the streaming server according to a garbage-collection algorithm, whether there is sufficient space in the streaming server to hold the ~~stripped~~ consecutive groups from the staging buffer before the application server transfers the consecutive groups from the staging buffer to the streaming server; and

purging at least one multimedia file from the streaming server when the determining step determines that there is not sufficient space in the streaming server to hold the stripped consecutive groups from the staging buffer.

7. (Original) The method according to claim 1, further comprising the steps of:

determining at the streaming server, a transfer rate from the application server to the streaming server and a sending rate from the streaming server to the at least one client apparatus; and

comparing the transfer rate to the sending rate before the streaming server performs the converting step.

8. (Original) The method according to claim 7, further comprising the step of:

waiting a predetermined time period before performing the converting step in the streaming server, when the sending rate is greater than the transfer rate.

9. (Currently amended) The method according to claim 1, wherein the step of selectively storing the multimedia file further comprising comprises the step of:

determining in a request handler in the application server, a the number of client requests from the at least one client apparatus for the multimedia file.

10. (Currently amended) The method according to claim 9, wherein the step of selectively storing the multimedia file further comprising comprises the steps of:

comparing the number of client requests for the multimedia file to a threshold number; and
transferring the ~~entire~~ multimedia file from the application server to the streaming server when the number of client requests is greater than the threshold number.

11. (Currently amended) The method according to claim 1, wherein the step of selectively storing the multimedia file further comprising comprises the steps of:

determining, in the streaming server according to a garbage-collection algorithm, a rate of sending of the multimedia file from the streaming server to the at least one client apparatus;
comparing the rate of sending to a threshold number; and
purging the multimedia file from the streaming server when the rate of sending is less than the threshold number.

12. (Currently amended) The method according to claim 11, wherein the rate of sending is a number of times the multimedia file has been sent over a predetermined time period, and the predetermined time period is selected from ~~the~~ a group consisting of one minute, one hour, one day, one week, one month, and one year.

13. (Currently amended) The method according to claim 1, wherein the step of selectively storing the multimedia file further comprising comprises the steps of:

determining, in the streaming server according to a garbage-collection algorithm, a rate of sending of the multimedia from the streaming server to the at least one client apparatus;

comparing the rate of sending to a threshold number; and
keeping the multimedia file stored on the streaming server when the rate of sending is greater than the threshold number.

14. (Currently amended) The method according to claim 13, wherein the rate of sending is a number of times the multimedia file has been sent over a predetermined time period, and the predetermined time period is selected from ~~the~~ a group consisting of one minute, one hour, one day, one week, one month, and one year.

15. (Original) The method according to claim 1, further comprising the step of:
determining, in a time-division multiplexer program in the streaming server, a priority order for sending the stripped consecutive groups in the sending step, when there are a plurality of the least one client apparatus.

16 - 57. (Canceled)